

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1-9 (canceled)

10. (original) A method for enabling a single pixel frame buffer for simultaneous rendering and display in a computer image generator, comprising the steps of:

- (a) dividing a geometry buffer into a plurality of screen bins;
- (b) storing primitives in each screen bin the primitives touch;
- (c) rendering the screen bins by row from top to bottom, into the pixel frame buffer;
- (d) displaying at least one row of screen bins rendered before the rendering of all the

screen bins has completed, wherein the displaying of the screen bins takes place after a selected portion of the screen bins for a current field have been rendered.

11. (original) A method as in claim 10 further comprising the step of reducing the transport delay without allowing the display step to overlap a rendering envelope.

12. (original) A method as in claim 10 further comprising the step of reducing the transport delay and allowing the display step to overlap a rendering envelope.

13. (original) A method as in claim 10 further comprising the step of rendering at least one row of screen bins before the display step begins.

14. (original) A method as in claim 10 further comprising the step of reducing the transport delay by allowing the display step to overlap a rendering envelope without allowing pixels from a previous field to be displayed.

15-23 (canceled)